(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization
International Bureau

(43) International Publication Date
4 October 2001 (04.10.2001)

PCT

(10) International Publication Number
WO 01/73649 A2

(51) International Patent Classification[7]: G06F 17/60

(21) International Application Number: PCT/US01/08661

(22) International Filing Date: 19 March 2001 (19.03.2001)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
09/538,629 29 March 2000 (29.03.2000) US

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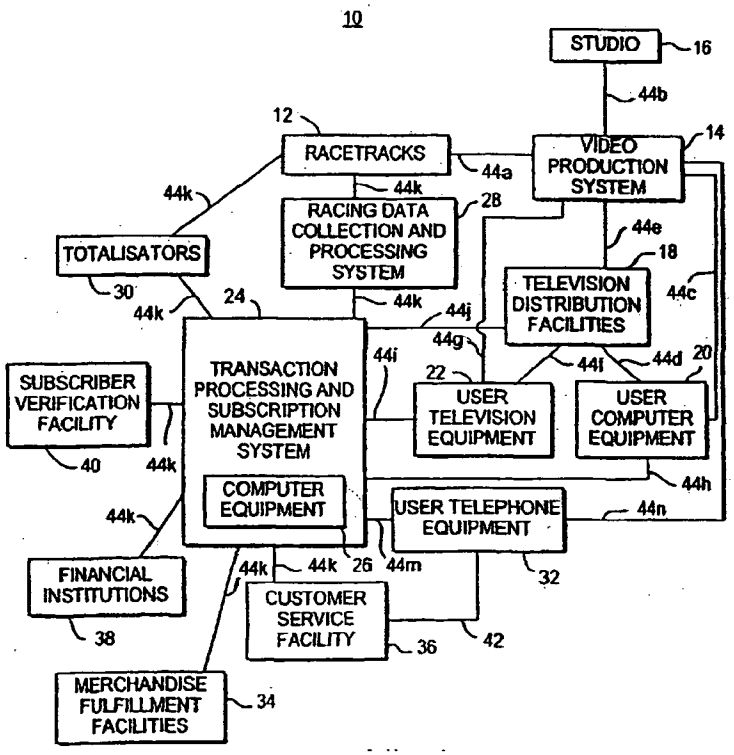
(81) Designated States *(national)*: AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZW.

(84) Designated States *(regional)*: ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZW), Eurasian

[Continued on next page]

(54) Title: INTERACTIVE WAGERING SYSTEM WITH MACROS



(57) Abstract: An interactive wagering application is provided that allows users to define macros. The macros may be used to assist the user in placing wagers. The user may define a macro that automatically selects the user's favorite track, wager type, wager amount, etc. without requiring that the user individually select each option. Macros may be assigned to certain remote control buttons such as the number keys. Macros may also be assigned to on-screen options and the like.

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patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).

Declarations under Rule 4.17:

— *as to applicant's entitlement to apply for and be granted a patent (Rule 4.17(ii)) for all designations*

— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii)) for all designations*

Published:

— *without international search report and to be republished upon receipt of that report*

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INTERACTIVE WAGERING SYSTEM WITH MACROS

Background of the Invention

This invention relates to interactive wagering, and more particularly, to interactive wagering applications that allow macros to be developed for certain frequently-used interactive wagering functions.

Wagering is a popular leisure activity. For example, many racing fans wager on events such as horse, dog, and harness racing. However, it may be inconvenient to attend racing events in person. Not all racing fans have sufficient time to visit racetracks as often as they would like and some fans have difficulties in obtaining suitable transportation to the track. Off-track betting establishments are available for fans who cannot attend racing events in person, but fans must still travel to the off-track betting establishments.

As a result, systems have been developed in which fans may place off-track wagers using personal computers connected to the Internet, standard telephones, or set-top boxes.

It is an object of the present invention to improve such systems by providing an interactive

wagering system that allows users to establish various macros.

Summary of the Invention

An interactive wagering system is provided in which an interactive wagering application allows a user to define various macros. The interactive wagering application may be implemented using user equipment such as user television equipment, user personal computer equipment, and user telephone equipment.

Macros may be assigned to remote control buttons. For example, a user may assign a particular macro to remote control key 1. When the user presses that key, the macro is invoked.

Macros may also be assigned to on-screen buttons or other labels. Macros may be assigned names if desired.

When the user invokes a macro, the macro may preselect various options that the user would otherwise have been required to select from individual screens. For example, the macro may preselect a given racetrack, wager type, and wager amount. The user may select the remaining options and may modify the preselected options. The user may then electronically place the wager.

An arrangement may be provided in which multiple wager creation options are provided on a single screen. When a macro is invoked, the same type of screen may be displayed, but with certain options already preselected by the macro. The user may change the preselected options and may select from the remaining options.

Macros may be used to perform functions that are not directly related to creating or placing a wager. For example, a macro may be defined that allows the user to quickly retrieve a certain type of handicapping information screen.

Further features of the invention, its nature and various advantages will be more apparent from the accompanying drawings and the following detailed description of the preferred embodiments.

Brief Description of the Drawings

FIG. 1 is a schematic diagram of an illustrative interactive wagering system on which an interactive wagering application may be implemented in accordance with the present invention.

FIG. 2 is an illustrative screen that the interactive wagering application may display to provide a user with an opportunity to assign a macro to a given remote control button or the like in accordance with the present invention.

FIG. 3 is an illustrative screen similar to that of FIG. 2 in which a macro is being assigned to a different remote control button or the like in accordance with the present invention.

FIG. 4 is an illustrative display screen that the interactive wagering application may display to allow the user to select a track in accordance with the present invention.

FIG. 5 is an illustrative display screen that the interactive wagering application may display to allow the user to select a desired race in accordance with the present invention.

FIG. 6 is an illustrative screen that the interactive wagering application may display to provide the user with an opportunity to select various wagering options in accordance with the present invention.

FIG. 7 is an illustrative screen that the interactive wagering application may display that allows users to select desired macros from a list of associated on-screen options in accordance with the present invention.

FIG. 8 is a flow chart of illustrative steps involved in allowing users to use macros in the interactive wagering system in accordance with the present invention.

Detailed Description of the Preferred Embodiments

An illustrative interactive wagering system 10 in accordance with the present invention is shown in FIG. 1. Aspects of the invention apply to various different types of wagering, but are described herein primarily in the context of interactive wagering on races (e.g., horse races) for specificity and clarity.

Races may be run at racetracks 12, which may be located at various geographic locations. Races run at the racetracks may be simulcast to television viewers. For example, simulcast videos may be provided to users with satellite receivers or to off-track betting establishments via satellite.

System 10 may be used to provide an interactive wagering service to users of various user equipment. An interactive wagering application may be used to provide the wagering service. The interactive wagering application may run locally on the user

equipment (e.g., on a set-top box, personal computer, cellular telephone, handheld computing device, etc.) or may run using a client-server or distributed architecture where some of the application is implemented locally on the user equipment in the form of a client process and some of the application is implemented at a remote location (e.g., on a server computer or other such equipment in the system) as a server process. These arrangements are merely illustrative. Other suitable techniques for implementing the interactive wagering application may be used if desired.

Real-time videos from racetracks 12 may also be provided to video production system 14 for distribution to users as part of a television wagering service (i.e., a wagering-related television channel or Internet-delivered service or the like). If desired, multiple simulcast videos may be provided to video production system 14 in real-time. Talent (e.g., commentators) for the television wagering service provided by the interactive wagering application may be located at studio 16. Studio 16 may provide a video feed containing commentary and the like to video production system 14. Graphic overlays for the television wagering service may be added to the service at video production system 14.

The television wagering service may use video production system 14 to combine selected video segments from desired racing simulcasts with the video feed from studio 16 and suitable graphic overlays. If desired, video production system 14 or a separate facility may be used to reformat simulcasts from racetracks 12. For

example, if racetracks 12 provide simulcasts as traditional analog television channels, video production system 14 (or a separate facility) may convert these simulcasts or portions of these simulcasts into digital signals (e.g., digital video signals) or into a different number of analog signals. Digital video signals may require less bandwidth than analog video signals and may be appropriate for situations in which videos are to be transmitted over either high or low bandwidth pathways. Low bandwidth pathways may include telephone lines, the Internet, etc.

Video production system 14 may be used to provide a television wagering service that includes selected simulcast videos, video from studio 16, and graphic overlays to television distribution facilities 18 (for redistribution to user television equipment 22 and user computer equipment 20), to user computer equipment 20, and to user telephone equipment 32 (if user telephone equipment 32 has a display capable of displaying moving images). Television distribution facilities 16 may be any suitable facilities for supplying television to users, such as cable system headends, satellite systems, broadcast television systems, or other suitable systems or combinations of such systems. User computer equipment 20 may be any suitable computer equipment that supports an interactive wagering application. For example, user computer equipment 20 may be a personal computer. User computer equipment 20 may also be based on a mainframe computer, a workstation, a networked computer or computers, a laptop computer, a notebook computer, a

handheld computing device such as a personal digital assistant or other small portable computer, etc.

Each of television distribution facilities 18 is typically located at a different geographic location. Users with user television equipment 22 may receive the television wagering service from an associated television distribution facility. User television equipment 22 may include, for example, a television or other suitable monitor. A television may be used to watch the television wagering service on a traditional analog television channel. User television equipment 22 may also include a digital or analog set-top box connected to a television distribution facility 16 by a cable path. A digital set-top box may be used to receive the television wagering service on a digital channel. If desired, user television equipment 22 may contain a satellite receiver, a WebTV box, a personal computer television (PC/TV), or hardware similar to such devices into which set-top box capabilities have been integrated. A recording device such as a videocassette recorder or digital recording device (e.g., a personal video recorder or digital video recorder based on hard disk drives or the like) may be used in user television equipment 22 to store videos. The recording device may be separate from or part of the other components of user television equipment 22.

User computer equipment 20 may receive the television wagering service using a video card or other video-capable equipment to receive analog or digital (e.g., moving picture experts group or MPEG) videos from a television distribution facility. User computer equipment 20 may also receive the television wagering

service directly from video production system 14 using, for example, a modem link. If desired, the video for the television wagering service may be compressed (e.g., using MPEG techniques). This may be useful, for example, if the path to user computer equipment 20 is a modem connection using telephone links. If video production system 14 is only used to serve user computer equipment 20 without traditional analog television capabilities, video production system 14 may only need to supply such digitally-compressed video signals and not analog television signals.

Video clips of races and other simulcast information may be provided to users in the form of a television wagering service or by an interactive wagering service provided by the interactive wagering application. If desired, race-related videos may be provided to the user by using video production system 14 or other suitable equipment to route appropriate video clips from the simulcasts to the user in real time. Video clips may also be stored for later viewing. For example, one or more video servers located at racetracks 12, video production system 14, television distribution facilities 18, or other suitable locations may be used to store video clips. The stored videos may then be played back in real time or downloaded for viewing at user television equipment 22, user computer equipment 20, or user telephone equipment 32. The video clips may contain videos of races, commentary, interviews with jockeys, or any other suitable race-related information. If desired, real-time or stored videos may be provided from racetracks 12 directly to user television equipment 22,

user computer equipment 20, or user telephone equipment 32 over the Internet or other suitable communications paths without involving video production system 14. Videos may also be provided by routing video signals through equipment located elsewhere in system 10. For example, videos may be routed through transaction processing and subscription management system 24.

Transaction processing and subscription management system 24 may contain computer equipment 26 and other equipment for supporting system functions such as transaction processing (e.g., handling tasks related to wagers, product purchasing, adjusting the amount of funds in user accounts based on the outcomes of wagers, video clip ordering, etc.), data distribution (e.g., for distributing racing data to the users), and subscriber management (e.g., features related to opening an account for a user, closing an account, allowing a user to add or withdraw funds from an account, changing the user's address or personal identification number, etc.). Databases within transaction processing and subscription management system 24 or associated with system 24 may be used to store racing data, wagering data and other transaction data, and subscriber data such as such as information on the user's current account balance, past wagering history, individual wager limits, personal identification number, billing addresses, credit card numbers, bank account numbers, social security numbers, etc. Using such databases may allow the user to access information more quickly and allows for central administration of the wagering service.

If desired, racing videos and other services may be provided using servers and other equipment located at transaction processing and subscription management system 24. For example, video clips may be provided to the user on-demand. Interactive advertisements may be provided to the user. When the user selects a desired advertisement, transaction processing and subscription management system 24 may provide additional information or other services related to the advertisement to the user.

Product ordering services may be implemented using computer equipment at transaction processing and subscriber management system 24 to handle orders and to assist in adjusting the appropriate account of the user accordingly. Orders may be fulfilled using merchandise fulfillment facilities 34. Merchandise fulfillment facilities 34 may be operated solely to provide merchandise fulfillment or may be associated with independently-operated mail-order or on-line businesses. Similar facilities may be used to allow users to order services.

Statistical racing data such as the post times for each race, jockey names, runner names and the number of races associated with each track, handicapping information (e.g., information on past performances such as the number of wins and losses for the past year, etc.), and weather conditions at various tracks may be provided by racing data collection and processing system 28. Some of the data may be collected from racetracks 12 and some may be provided by third party information sources such as Axcis Pocket

Information Network, Inc. of Santa Clara, California or other suitable data sources.

Racing data may also be provided from totalisators 30. Totalisators 30 are the computer systems that may be used to handle wagers made at the racetracks, made at off-track betting establishments, and made using interactive wagering system 10. Totalisators 30 generate wagering odds in real time. Totalisators 30 generate these odds based on information on which wagers are being placed (e.g., based on information on which wagers are being placed on races at racetracks 12). Totalisators 30 are available from companies such as Amtote International, Inc. of Hunt Valley, Maryland. Totalisators 30 may be associated with individual racetracks 12 or groups of racetracks 12. Totalisators 30 may communicate with one another using a communication protocol known as the Intertote Track System Protocol (ITSP). This allows totalisators 30 to share wagering pools. Totalisators 30 may provide racing data including information on the current races at racetracks 12, the number of races associated with each racetrack, win, place, and show odds and pool totals for each horse or other runner, and exacta, trifecta, and quinella payoff predictions and pool totals for every possible combination of runners. Totalisators 30 may also provide current odds and other real-time racing data for other types of wagers. Totalisators 30 may provide the time until post time for each race.

Totalisators 30 may provide race results, such as the order-of-finish list for at least the first three positions and payoff values versus a standard

wager amount for win, place, and show, for each runner in the finish list. Payoff values may be provided for winning complex wager types such as exacta, trifecta, quinella, pick-n (where n is the number of races involved in the pick-n wager), and daily double. The payoff values may be accompanied by a synopsis of the associated finish list.

Totalisators 30 may also provide program information of the type typically provided in printed racing programs. Such program information may include early odds, early scratches, race descriptions (including the distance of each race and the race surface - grass, dirt, artificial turf, etc.), allowed class ratings (based on a fixed ratio of external criteria), purse value (payoff to winning runner), allowed age range of runners, and the allowed number of wins and starts for each runner.

If desired, some of the information provided to transaction processing and subscription management system 24 by totalisators 30 (such as the program information or other suitable racing data) may be provided by racing data collection and processing system 28. Similarly, some of the information provided to transaction processing and subscription management system 24 by racing data collection and processing system 28 may be provided by totalisators 30. Moreover, the foregoing examples of different suitable types of racing data are merely illustrative. Any suitable data related to racing may be provided to transaction processing and subscription management system if desired.

Transaction processing and subscription management system 24 provides the racing data to users at user television equipment 22, user computer equipment 20, and user telephone equipment 32 for use in following race results and developing wagers. If desired, racing data may be provided to users using paths that do not directly involve transaction processing and subscription management system 24. For example, racing data may be provided from racing data collection and processing system 28 to user television equipment 22, user computer equipment 20, or user telephone equipment 32 using the Internet or other suitable communications paths.

User telephone equipment 32 may be a conventional telephone, a cordless telephone, a cellular telephone or other portable wireless telephone, or any other suitable telephone equipment. Users at user television equipment 22 and user computer equipment 20 may view information on the racing data on a television or other suitable monitor. Users at user telephone equipment 32 may listen to racing data using an interactive voice system. User telephone equipment 32 may be based on cellular telephones with displays. Users may view racing data displayed on such displays.

Users who wish to place wagers may establish an account at transaction processing and subscription management system 24. An account may also be established at one of totalisators 30. The user and the interactive wagering services may have their own bank accounts at financial institutions 38. A user may set up an account electronically by using user television equipment 22, user computer equipment 20, or

user telephone equipment 32 to interact with the subscriber management functions of transaction processing and subscription management system 24. If desired, accounts may be established with the interactive wagering service with the assistance of customer service representatives at customer service facility 36. Customer service facility 36 may be at the same location as transaction processing and subscription management system 24, may be part of system 24, or may be located remote from system 24. Customer service representatives at customer service facility 36 may be reached by telephone. If user telephone equipment 32 is used to access the interactive wagering service, for example, user telephone equipment 32 may be used to reach the customer service representative using communications path 42. If user television equipment 22 or user computer equipment 20 is being used with the service, a telephone at the same location as that equipment may be used to reach the customer service representative.

The user's identity may be checked using social security number information or other identification information with the assistance of subscriber verification facility 40. The services of subscriber verification facility 40 are used to ensure that the user lives in a geographic area in which wagering is legal, that the user is of a legal age, and that the identification information (e.g., the user's social security number) matches the name provided by the user. If the user is using a cellular telephone or handheld computing device, the user's present physical location may be determined by determining which general

part of the cellular telephone network is being accessed by the user or by using the cellular network or a handset-based location device such as a global positioning system (GPS) receiver in the body of the cellular telephone to pinpoint the user's location. This location information may be used to verify that the user is located in a geographic area where wagering is legal.

In a typical enrollment process, the user provides personal information to the interactive wagering service and provides funds with a credit card or funds from the user's bank account. The interactive wagering service sets up an account for the user at transaction processing and subscription management system 24 and directs one of totalisators 30 to set up a new account for the user at the totalisator. The totalisator is also directed to credit the user's account to reflect the amount of funds provided by the user. After the user places a wager and wins or loses, the totalisator adjusts the user's totalisator account to reflect the outcome of the wager. The totalisator may periodically inform the interactive wagering service of the adjusted balance in the user's account. This may be accomplished using any suitable technique (e.g., periodically, continuously, on-request, etc.). For example, reports may be collected periodically (e.g., once a day in an end-of-day report) and provided to the interactive wagering service to reconcile the account balances at transaction processing and subscription management system 24 with the account balances at totalisators 30.

If the user makes a balance inquiry, the inquiry may be passed to the appropriate totalisator by transaction processing and subscription management system 24. If the user is charged a fee for subscribing to the service, the service may debit the fee from the user's account at the transaction processing and subscription management system 24.

The accounts at totalisators 30 and transaction processing and subscription management system 24 are typically maintained separately, because the business entities that operate totalisators 30 and transaction processing and subscription management system 24 are independent. If desired, financial functions related to opening and maintaining user accounts and the like may be handled using computer equipment at another location such as one of financial institutions 38 or other location remote from totalisators 30 and system 24. Such financial functions may also be implemented primarily at a totalisator 30 or primarily at the transaction processing and subscription management system 24 if desired.

Users at user television equipment 22, user computer equipment 20, and user telephone equipment 32 may place wagers by providing wagering data and otherwise interacting with transaction processing and subscription management system 24. The interactive wagering service may provide a user at user television equipment 22, user computer equipment 20, or user telephone equipment 32 that has display capabilities with screens containing various racing data. For example, the user may be presented with screens that

allow the user to view the current odds for horses in an upcoming race at a given track.

The service may provide the user with interactive screens containing menus and selectable options that allow the user to specify the type of wager in which the user is interested and the desired wager amount. With a set-top box arrangement, for example, the user may use a remote control or wireless keyboard to navigate the various menus and selectable options. With a personal computer, the user may use a keyboard, mouse, trackball, touch pad, or other suitable input or pointing device. With a cellular telephone with a display, the user may use buttons on the telephone. When the user has made appropriate selections to define a desired wager, the user television equipment, user computer equipment, or user telephone equipment may transmit wagering data for the wager to transaction processing and subscription management system 24.

Users with telephones may also interact with the service using an interactive voice response system located at transaction processing and subscription management system 24. The interactive voice response system may present menu options to the user in the form of audio prompts (e.g., "press 1 to select a $2 wager amount," etc.). The user may interact with the service be pressing the corresponding buttons on a touch tone telephone. User telephone equipment 32 that is based on cellular telephones allows the user to interact with the wagering service in this way. User telephone equipment 32 that is based on cellular telephones with messaging and display capabilities also allows the user

to interact visually with the interactive wagering service.

The components of system 10 may be interconnected using various communications paths 44. Communications paths 44 may include satellite paths, coaxial cable paths, fiber-optic paths, twisted pair paths, other wire or cable-based links, wireless paths through free space, or any other suitable paths or combination of such paths. Communications over paths 44 may involve analog transmissions, digital transmissions, wireless transmissions, microwave transmissions, radio-frequency transmissions, optical transmissions, audio transmissions, or any other suitable type of transmissions or combination of such transmissions. Communications may involve Internet transmissions, private network transmissions, packet-based transmissions, television channel transmissions, transmissions in the vertical blanking interval of a television channel or on a television sideband, MPEG transmissions, etc. Communications may involve wireless pager or other messaging transmissions. Communications paths 44 may include cable connected to cable modems, digital subscriber lines, integrated services digital network (ISDN) lines, or any other suitable paths. Examples of suitable communications paths are described below. Those examples are, however, merely illustrative. Any of the communications path arrangements described above or other suitable arrangements may be used if desired.

Communications paths that carry video and particularly uncompressed analog video or lightly-compressed or full-screen digital video generally use

more bandwidth than communications paths that carry only data or that carry partial-screen digital video. For example, if it is desired to transmit high-quality simulcasts of races from racetracks 12 to video production system 14, analog or digital videos may be transmitted from racetracks 12 to video production system 14 over path 44a using satellite links. Video may be transmitted from studio 16 to video production system 14 over path 44b using a satellite link or a high-speed terrestrial path such as a fiber-optic path. Studio 16 may also be located at the same site as video production system 14, thereby avoiding the need for a long-haul transmission path. Videos may be transmitted from video production system 14 to user computer equipment 20 over path 14c using a modem link (using, for example, a digital subscriber line, a telephone network link, a wireless link etc.) The modem link may be made over a private network.

A user with a cable modem may connect a personal computer or other such user computer equipment 20 to an associated cable system headend using path 44d. (The headend in such an arrangement would be one of the television distribution facilities 18 shown in FIG. 1.) The user may then receive videos from the headend via cable modem. Videos may be provided to the headend over path 44e using a network link, fiber optic links, cable links, microwave links, satellite links, etc. A user with a set-top box or similar device (shown in FIG. 1 as user television equipment 22) may also receive videos from a cable system headend using a cable modem or other such communications device over path 44f. In addition, a user with user television

equipment may receive videos over the Internet or a private network using a telephone-based modem or other such communications device using path 44g. In a system with distributed processing, interactive wagering services may be provided using a television distribution facility 18 that includes equipment that supplements or replaces at least some of the equipment at transaction processing and subscription management system 24.

If desired, user television equipment 22 or user computer equipment 20 may receive analog or digital videos from an associated television distribution facility over the communications paths normally used to distribute television programming (e.g., paths 44f and 44d). For example, videos may be received as part of a dedicated interactive wagering service television channel. If videos are provided as digital signals (e.g., MPEG signals), 10 or more digital videos may be carried on a single analog channel (or one digital video may be carried on one-tenth of the bandwidth of an analog channel). If the videos are not full-screen videos, even more videos may be simultaneously provided without a loss of image quality.

Racing videos may be provided to user telephone equipment 32 over a partially-wireless telephone Internet link or other telephone link using path 44n.

If desired, racing data may accompany the racing videos along any of these paths. Moreover, racing videos may be provided by routing them directly from racetracks 12 to user television equipment 22,

user computer equipment 20 (e.g., over the Internet or a private network, etc.), or user telephone equipment 32. Racing videos may be provided by routing them through transaction processing and subscription management system 24. If a cellular telephone or portable computing device has sufficient display capabilities to support moving images, racing videos may be displayed. Such videos may be provided using any suitable path, such as a direct path from racetracks 12, a path through video production system 14 or other suitable video processing equipment, through a hub such as transaction processing and subscription management system 24, etc. Racing videos may be provided in real time or may be recorded for later distribution. Videos that are not provided in real-time may be downloaded by user television equipment 22, user computer equipment 20, a cellular telephone, or other suitable user equipment at a lower data rate than would otherwise be required and may be downloaded in the background if desired. Such videos may also be provided to the user at real-time video rates for direct viewing by the user.

Racing data and other information related to the interactive wagering service may be provided to users over paths connected to transaction processing and subscription management system 24. For example, racing data and other data for the service may be provided to user computer equipment 20 over path 44h using a modem link. Path 44h may be a private network path or an Internet path. Path 44h may use telephone lines, digital subscriber lines, ISDN lines, wireless data paths, or any other suitable type of

communications links. User television equipment 22 may receive data for the wagering service over communications path 44i, which may be a telephone line, digital subscriber line, ISDN line, or other suitable type of communications path and which may use a private network path or an Internet path, etc.

Data for the wagering service may be provided to users of the interactive wagering application via communications path 44j and paths 44f and 44d. Communications path 44j may be provided over a private network, using the public telephone network, using satellite links, or any other suitable type of links. Data from paths such as path 44j may be routed to paths such as paths 44f and 44d directly by associated television distribution facilities 18, or may be buffered at television distribution facilities 18 if desired. Paths 44f and 44d may include coaxial cable and use of paths 44f and 44d may involve the use of cable modems or the like. If data is provided over path 44j and path 44f or path 44d using an Internet protocol, a web browser or similar software running on user television equipment 22 or user computer equipment 20 may be used to access the data. Such software may be integrated into the interactive wagering application or may be used separately. Software may also be used to view videos and may be used on other platforms (e.g., advanced cellular telephones) if desired.

The communications paths 44k that are used to connect various other components of the system typically do not carry high-bandwidth video signals. Accordingly, paths 44k may be telephone-like paths that are part of the Internet or a private network. Such

paths and various other paths 44 may be dedicated connections for security, reliability, and economy.

User telephone equipment 32 may receive information for the wagering service via path 44m. If user telephone equipment 32 is a standard (non-cellular) telephone, such information may be in the form of audio prompts ("press 1 to place a wager") and audio racing data ("the current win odds for horse 2 are 5-1"). Transaction data processing and subscription management system 24 may contain interactive voice response equipment that provides such information to the user and that responds to touch-tone signals from the user when the user responds to prompts by pressing buttons on the user's telephone.

If user telephone equipment is a cellular telephone, racing data and other information for the interactive wagering service may be provided to the user by using a cellular wireless connection as part of path 44m. Users with cellular telephones may be provided with audio prompts using an interactive voice response system located at transaction processing and subscription management system 24 to which the users may respond by pressing cellular telephone buttons to generate touch-tone signals.

Racing data and other information for the interactive wagering service may be provided to cellular telephones in the form of alphanumeric messages. Such messages may be transmitted to the user by using paging or other alphanumeric messaging formats or any other suitable data communications scheme. If desired, data may be provided to the cellular telephones over the voice channel and decoded by the

cellular telephone using modem circuitry or other suitable circuitry. Data may also be provided using any other suitable cellular or wireless path. Regardless of the way in which racing data and other information for the interactive wagering service are provided to the cellular telephone, such information may be provided to the user by displaying it on the cellular telephone display screen or by presenting it in audible form through the speaker of the cellular telephone.

Racing data and other interactive wagering service information for the users may be provided in one or more continuous data streams, may be provided periodically (e.g., once per hour or once per day), or may be provided using a client-server arrangement in which data is requested by a client processor (e.g., user television equipment 22, user computer equipment 20, user telephone equipment 32, or any other such equipment) from a server (e.g., a server implemented using computer equipment 26 at transaction processing and subscription management system 24 or computer equipment at another suitable location. Videos may also be provided using any of these techniques.

A return communications path between the user and the interactive wagering service may be used to allow the user to place wagers and otherwise interact with the interactive wagering service. For example, a user with a standard telephone or a cellular telephone may interact with the service by pressing touch-tone keys on the telephone in response to audio prompts provided by an interactive voice response system at transaction processing and subscription management

system 24. If desired, users may call customer service representatives at customer service facility 36 and place wagers with manual assistance. The user of a cellular telephone may interact with the wagering service by selecting menu options and otherwise interacting with information displayed on the cellular telephone. When a selection is made, software implemented on the telephone may be used to assist the user in transmitting appropriate data (e.g., wagering data) to the wagering service. Such data may be transmitted using any suitable technique. For example, data may be transmitted using a wireless data link that is separate from the cellular voice channels. Data may also be transmitted over the voice channel (e.g., using a modem built into the cellular telephone, by automatically generating touch-tone signals that may be recognized by the interactive voice response system at transaction processing and subscription management system 24, or using any other suitable arrangement). These approaches may be used even if the user receives racing data and other information for the service using a platform other than a telephone-based platform.

Users with user television equipment 22 may interact with the service by sending data (e.g., wager data) to transaction processing and subscription management system 24 using path 44i or using paths 44f and 44j. Users with user computer equipment 20 may send data (e.g., wager data) to transaction processing and subscription management system 24 via path 44h or paths 44d and 44j. Users at any user equipment may send data for the service to locations other than transaction processing and subscription management

system 24. For example, the user may provide information directly to customer service facility 36, etc.

If desired, the user may send data to the service at transaction processing and subscription management system 24 using different paths than those used to receive data from transaction processing and subscription management system 24. For example, racing data may be received at user television equipment 22 via paths 44j and 44f, whereas data may be sent by the user from user television equipment 22 to transaction processing and subscription management system 24 using path 44i, etc. Moreover, the paths used to receive certain video information may be different from those used to receive racing data. For example, user television equipment 22 may receive racing videos using path 44f, but may receive racing data using path 44i. These examples are merely illustrative. Any suitable combination of paths may be used to distribute racing data and other information for the interactive wagering service, any suitable combination of paths may be used to receive videos, and any suitable combination of paths may be used to send data to the wagering service.

If desired, the user may interact with the wagering service using more than one platform. For example, the user may place a wager using a cellular telephone while the user is driving home. When the user arrives home, the user may determine the outcome of the wager by watching a video of the race on user television equipment. Later in the day, the user may check the user's account balance using a personal computer. This is merely an illustrative example. The

various wagering platforms may be used in any suitable combination.

Although system 10 has been described in the context of a system that supports multiple wagering platforms, system 10 may support fewer platforms if desired. For example, aspects of the invention may be implemented using a system 10 that only supports cellular telephone wagering or wagering using handheld computer devices. If desired, system 10 may be configured so that it does not support personal computer wagering, wagering with standard telephones, or wagering with user television equipment. The system may support cellular telephones and/or handheld computing devices such as personal digital assistants, palm-sized computers, etc. in combination with any other suitable platform.

The macro wagering features of the present invention are described herein primarily in the context of an interactive wagering application implemented on user television equipment such as a set-top box. This is only illustrative. An interactive wagering application implemented on any suitable platform (user computer equipment, user telephone equipment, etc.) may be used to provide such features if desired.

The interactive wagering application may be implemented using application software that runs primarily on a set-top box or other such local platform or using a remote server or other computer that is accessed from a local platform. Arrangements in which interactive wagering services are implemented using software on remote computers that is accessed on-demand from local platforms may be referred to as client-

server arrangements. Such client-server arrangements may be used to allow client processes on set-top boxes to access server processes running on servers located at cable system headends or other television distribution facilities 18 (FIG. 1). Regardless of the type of system architecture or platform used, the software that supports the interactive wagering service features described herein may be referred to as an interactive wagering application.

An illustrative display screen that may be provided by the interactive wagering application is shown in FIG. 2. Screens such as screen 46 of FIG. 2 may be accessed in a variety of ways. A user may initially be provided with an opportunity to launch the interactive wagering application. The system may allow the user to launch the application by pressing a menu option in an interactive television program guide or other set-top box application or menu. If desired, the application may be launched automatically whenever the user tunes to a particular channel (e.g., the television wagering channel). After the user has tuned to this channel, the system may display an interactive icon on the user's television screen that indicates that the interactive wagering application is available. If the user presses an "OK" remote control key, the system may launch the application.

The first screen displayed by the interactive wagering application when it is launched may be a pop-up menu that is displayed on top of the video for the television wagering channel. The menu may contain menu options that allow the user to inform the application that the user wishes to configure the system, to place

a wager, etc. The user may select a set-up option from such a menu that causes the application to display a screen such as screen 46 of FIG. 2 or that causes the application to display an intermediate screen from which screen 46 of FIG. 2 may be accessed.

Screen 46 allows the user to create a macro function and assign it to a remote control button. Screen 46 allows the user to select a desired remote control key from a list using option 48. The user may select a desired numeric remote control key (e.g., 1, 2, 3 . . .) or any other suitable key by using right and left remote control arrow keys to make a selection. When the user has identified a remote control key to which the user desires to assign a macro function, the user may press a remote control OK or enter or select key (sometimes referred to as an OK key). Highlight region 49 may then be placed on the next available option.

In particular, highlight region 49 may be placed on track selection option 50 to allow the user to select a desired track to assign to the selected remote control key as part of a macro function. In the example of FIG. 2, the user has selected remote control key 1. The selected track (Churchill Downs) is assigned to remote control key 1. If the user desires to place an interactive wager on a race at the Churchill Downs track, the user may simply press remote control key 1. Pressing the remote control 1 key causes the associated wagering macro to be executed. The user may press the remote control 1 key during use of the interactive wagering application, when the

interactive wagering application is minimized or running in the background, etc.

A desired wager type may be made part of a macro. For example, screen 46 may contain an option 52 that allows the user to select a wager type for the macro by using right and left arrow keys. An option such as option 54 may be used to select a desired wager amount for the macro. In the example of FIG. 2, the user has selected the wager amount "auto." This directs the interactive wagering application to select the most recent wager amount when executing the macro. For example, if the user's most recent wager was a $2 wager, the auto function may automatically select the $2 amount when the macro is executed.

Another example is shown in FIG. 3. In screen 56 of FIG. 3, the user is assigning a macro to the remote control key 2 using track selection option 58. The wager type may be selected using option 62. The wager amount ($5 in the example of FIG. 3) may be selected using option 64.

In screens such as screens 46 and 56, when the user has finished making the desired selection for the final option (e.g., option 54 or option 64), the use may press an OK remote control key to indicate that this is a final selection. This directs the interactive wagering application to assign the macro selections that have been made to the designated remote control key. The user may then activate the macro by pressing the remote control key. Macros may be used to simplify wager creation and any other suitable tasks in the interactive wagering application. Using macros allows the user to bypasses the normal steps involved

in making individual selections in the interactive wagering application. For example, a wager creation macro such as the illustrative wager creation macros illustrated in FIGS. 2 and 3, may allow a user to press a single remote control key rather than separately selecting a desired racetrack, wager type, and wager amount.

Macros may be assigned to on-screen options or buttons. As shown in FIG. 4, for example, the interactive wagering application may display on-screen buttons such as buttons 68 and 70. If desired, on-screen button 1 may be assigned to the same macro functions as remote control key 1. Alternatively, on-screen button 1 may be assigned to a different macro function than remote control key 1. Screen 66 of FIG. 4 is merely illustrative. On-screen buttons and functions assigned to macros may be provided on any suitable screen in the interactive wagering application.

Screen 66 illustrates how the user of the interactive wagering application may select a desired track without using a macro button. In particular, a user may select a desired track from the displayed track names 72 using highlight region 74. This process may be referred to as the "build-a-bet" process.

As shown by race tab 76 and type tab 78 the interactive wagering application may allow users to enter wagers using multiple screens and options. Such screens are typically provided to the user sequentially. The user may, for example, first be presented with a track selection screen, then a race selection screen, then a wager type selection screen,

etc. Without using a macro, each of these steps takes a certain amount of time and attention. Using a macro, the interactive wagering application may bypass certain screens, because the macro supplies the needed information.

An illustrative race selection screen 80 is shown in FIG. 5. Races 82 at the selected track may be selected using highlight region 84. If a macro is not used, the user may reach screen 80 by selecting a track using track selection screen 66 of FIG. 4. If, however, a macro is used that chooses a preselected track, track selection screen 66 will be automatically bypassed. This example is merely illustrative. Any suitable number or types of screens may be bypassed when using a macro. For example, track selection screens, race selection screens, wager type selection screens, wager amount selection screens, and any other suitable type of screens may be bypassed using a macro.

Moreover, the screens need not be bypassed completely. If desired, the user may be presented with essentially the same screens that would otherwise have been presented, with the exception that the preselected options are already filled in. In the examples of FIGS. 4 and 5, this type of macro would first present the user with a track selection screen such as track selection screen 66 of FIG. 4 in which the macro has already highlighted a track selection (e.g., Churchill Downs). The user need only press the remote control OK key to finalize the selection and to direct the interactive wagering application to present the next wager creation screen (e.g., screen 80 of FIG. 5). When all selections for a given wager have been made,

the user may place the wager by sending it to transaction processing and subscription management system 24 (e.g., by pressing a submit button or the like).

Another possible approach (referred to as "proBet") is shown in FIG. 6. The proBet screen 86 may be used to provide more sophisticated users with a rapid way in which to make many selections on a single screen. Unlike the build-a-bet screens of FIGS. 4 and 5, the proBet screen 86 has many different types of options on a single screen. Each option may be presented in a different row. For example, track row 88 may be used to select a desired track for a wager. Race row 90 may be used to select a desired race. Type row 92 may be used to select a desired wager type. Rows such as rows 94 may be used to select desired horses for the wager. Row 96 may be used to enter a wager amount. The user's current selections may be displayed in region 98.

During use of proBet screen 86, the user may position highlight region 98 on top of a desired selection using remote control arrow keys. The user may make particular selections by pressing a remote control OK key. As the user completes each row, the user may be presented with appropriate options in lower rows. For example, if the user selects the wager type "exacta," the user may be presented with two rows such as rows 94. One row may be used to select the first place horse and the other row may be used to select the second place horse. If the user selects the wager type "win," the user may be presented with a single row in which to select a horse for the first place position.

When the wager has been created, it may be submitted to transaction processing and subscription management system 24 (e.g., by pressing a suitable remote control button or making an appropriate on-screen selection, etc.)

Thus, screen 86 is an illustrative way in which multiple wagering options such as racetrack selection options, race selection options, wager type selection options, horse selection options, and wager amount selection options may be displayed on a single screen. In arrangements such as these, in which multiple wagering options may be displayed on a single screen, macros may be used to preselect items for certain options. For example, the user may establish a macro for preselecting Gulfstream (GUL) as the track, race 2 as the race, and trifecta as the wager type. This macro may be assigned to remote control button 3. When the user presses remote control button 3, a screen such as screen 86 of FIG. 6 may be displayed in which these selections have already been made. The user may then complete the available options (e.g., to select desired horses and a desired wager amount. If desired, the user may navigate to an option for which an item has already been selected and may change that item. For example, if the user wishes to change the selected track, the user may navigate to track row 88 and make the appropriate change.

Macros may be assigned names and may be accessed from menu screens or the like. Any suitable on-screen options may be used to allow the user to assign macro names to macros. For example, an on-screen keyboard may be used to enter information for

the names. When the user presses a remote control "macros" key or other remote control key or when the user selects an appropriate on-screen option, the interactive wagering application may display a screen such as screen 102 of FIG. 7. In screen 102, the various macros that are available such as macro 104 and macro 106 may be selected using highlight region 108.

Macros may be assigned based on certain tracks and wager types that the user desires to make wagers with frequently. For example, if the user often places exacta wagers at Churchill Downs, the user may create a macro that will facilitate the creation and placing of such wagers. Macros may also be assigned based on conditional scenarios. For example, the user may be provided with an opportunity to set up a macro that will facilitate the creation of wagers for the next available wager at any track. As another example, the wager might be for the next available wager to be covered on the television wagering channel example. Yet another example is a macro that assists in the creation of a wager on the next available wager at Churchill downs in which the win odds are greater than 10:1. Still another example is a macro that assists in the creation of an exacta wager on the next available wager covered on the television wagering channel. The macro may limit the wager to exactas with the biggest payout amount. These are merely illustrative examples, any suitable types of conditions may be incorporated into a macro if desired.

Illustrative steps involved in using macros to facilitate the creation and placing of wagers from user equipment such as user television equipment 22,

user computer equipment 20, and user telephone equipment 32 are shown in FIG. 8.

At step 110, the interactive wagering application may be used to provide the user with an opportunity to set up a macro. For example, the user may enter the conditions and preselected options that the user desires the macro to perform.

At step 112, the interactive wagering application may provide user with an opportunity to set up a name to assign to the macro, may select a remote control key to assign to the macro, may assign a macro an on-screen button or options, or may otherwise assign the macro to a user-activated option or control.

At step 114, the user may be provided with an opportunity to use the designated remote control key, the on-screen option, or other user-activated option or control to invoke the corresponding macro. The macro automatically performs tasks associated with selecting options in the interactive wagering application such as the options related to creating a wager and electronically submitting the wager to transaction processing and subscription management system 24. The tasks performed by the macro can take the place of the user by making certain selections that the user would otherwise make using on-screen options. When the user is not using the macro to make these selections, the user may make the selections manually.

If desired, the macro may automatically perform tasks associated with selecting options in the interactive wagering application that are not directly related to creating and placing wagers. For example, the user may desire to view handicapping information.

If the desired handicapping information screen is usually accessed by selecting a series of menu options, the menu options may be assigned to a macro and a dedicated remote control key. When the user desires to view that particular handicapping information screen, the user may press the appropriate remote control button.

Any suitable functions associated with the interactive wagering application may be assigned to macros. Moreover, the interactive wagering application and associated macros may use any suitable platform. For example, macros may be used in connection with an interactive wagering application that uses user television equipment 22, user computer equipment 20, or user telephone equipment 32. For example, an on-line interactive wagering application in which the user may place wagers over the Internet or other communications network from a personal computer may use macro assignments to reduce the number of keystrokes, mouse clicks, and other user inputs are required to navigate the various screens provided to the user on the personal computer.

The foregoing is merely illustrative of the principles of this invention and various modifications can be made by those skilled in the art without departing from the scope and spirit of the invention.

What Is Claimed is:

1. A method for interactive wagering with an interactive wagering application implemented using user equipment, comprising:

providing a user at the user equipment with an opportunity to create a macro that performs various interactive wagering application functions; and

providing the user with an opportunity to invoke the macro.

2. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given on-screen option.

3. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given on-screen option, wherein when the user selects the given on-screen option the macro is invoked by the interactive wagering application.

4. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given remote control key.

5. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given remote control key, wherein the macro

is invoked by the interactive wagering application when the user presses the given key.

6. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack for use in a wager.

7. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given race for use in a wager.

8. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given wager amount for use in a wager.

9. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given wager type for use in a wager.

10. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given horse for use in a wager.

11. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack and a given wager type for use in a wager.

12. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack and a given wager amount for use in a wager.

13. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack, a given wager amount, and a given wager type for use in a wager.

14. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to electronically place a wager on a given horse race.

15. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to electronically place a wager on a given horse race that is yet to be run.

16. The method defined in claim 1 further comprising:

using the interactive wagering application to provide the user with an opportunity to electronically place a wager on a given horse race that is yet to be run;

displaying video of the given horse race on the user equipment; and

using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack for use in the wager.

17. The method defined in claim 1 further comprising:

using the interactive wagering application to provide the user with an opportunity to electronically place a wager on a given horse race that is yet to be run;

displaying video of the given horse race on the user equipment; and

using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack and wager type for use in the wager.

18. The method defined in claim 1 further comprising:

using the interactive wagering application to provide the user with an opportunity to electronically place a wager on a given horse race that is yet to be run;

displaying video of the given horse race at the user equipment; and

using the interactive wagering application to provide the user with an opportunity to create a macro that preselects a given racetrack, wager type, and wager amount for use in the wager.

19. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to create the macro for a function that would otherwise be performed in response to selection of on-screen options.

20. The method defined in claim 1 further comprising using the user equipment to provide the user with an opportunity to create the macro for functions related to creating a wager.

21. The method defined in claim 1 further comprising providing the user with an opportunity to create the macro for functions related to using handicapping information.

22. The method defined in claim 1, wherein the user equipment comprises user television equipment, the method further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given on-screen option that is provided by the user television equipment.

23. The method defined in claim 1, wherein the user equipment comprises user television equipment having an associated remote control with keys, the

method further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given one of the remote control keys.

24. The method defined in claim 1, wherein the user equipment comprises user computer equipment, the method further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given on-screen option that is provided by the user computer equipment.

25. The method defined in claim 1, wherein the user equipment comprises a handheld computer, the method further comprising using the interactive wagering application to provide the user with an opportunity to assign the macro to a given on-screen option that is provided by the handheld computer.

26. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to use a build-a-bet screen interface to create an electronic wager.

27. The method defined in claim 1 further comprising:

using the interactive wagering application to present the user with multiple screens of options for creating an electronic wager when the macro has not been invoked; and

using the interactive wagering application to bypass at least one of the multiple screens of options when the macro is invoked.

28. The method defined in claim 1 further comprising:

using the interactive wagering application to present the user with multiple screens of options for creating an electronic wager when the macro has not been invoked; and

using the interactive wagering application to completely bypass at least one of the multiple screens of options when the macro is invoked.

29. The method defined in claim 1 further comprising:

using the interactive wagering application to present the user with multiple screens of options for creating an electronic wager when the macro has not been invoked; and

using the interactive wagering application to partially bypass at least one of the multiple screens of options when the macro is invoked by preselecting at least one option on the at least one of the multiple screens.

30. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with a single screen of options for creating a wager, wherein the options are selected from the group consisting of a track selection option, a race selection option, a wager type selection option, a

wager amount selection option, and a horse selection option.

31. The method defined in claim 1 further comprising:

using the interactive wagering application to provide the user with a single screen of options for creating a wager, wherein the options are selected from the group consisting of a track selection option, a race selection option, a wager type selection option, a wager amount selection option, and a horse selection option; and

preselecting at least one of the options on the single screen when the macro is involved.

32. The method defined in claim 1 further comprising using the interactive wagering application to provide the user with an opportunity to assign an on-screen name to the macro.

33. The method defined in claim 1 further comprising:

using the interactive wagering application to provide the user with an opportunity to assign an on-screen name to the macro; and

displaying a screen on the user equipment that contains a list of macro names from which the user may select a desired macro to invoke.

34. The method defined in claim 1 further comprising:

using the interactive wagering application to provide the user with an opportunity to assign an on-screen name to the macro; and

displaying a screen on the user equipment that contains a list of user-created macro names from which the user may select a desired macro to invoke.

35. An interactive wagering system in which an interactive wagering application is used to provide a user with an opportunity to place wagers on races to be run, comprising:

user television equipment configured to:

provide the user with an opportunity to select a given horse using the interactive wagering application; and

provide the user with an opportunity to define a macro that performs various interactive wagering application functions related to creating a wager to be placed by the user; and

a transaction processing and subscription management system that handles the wager.

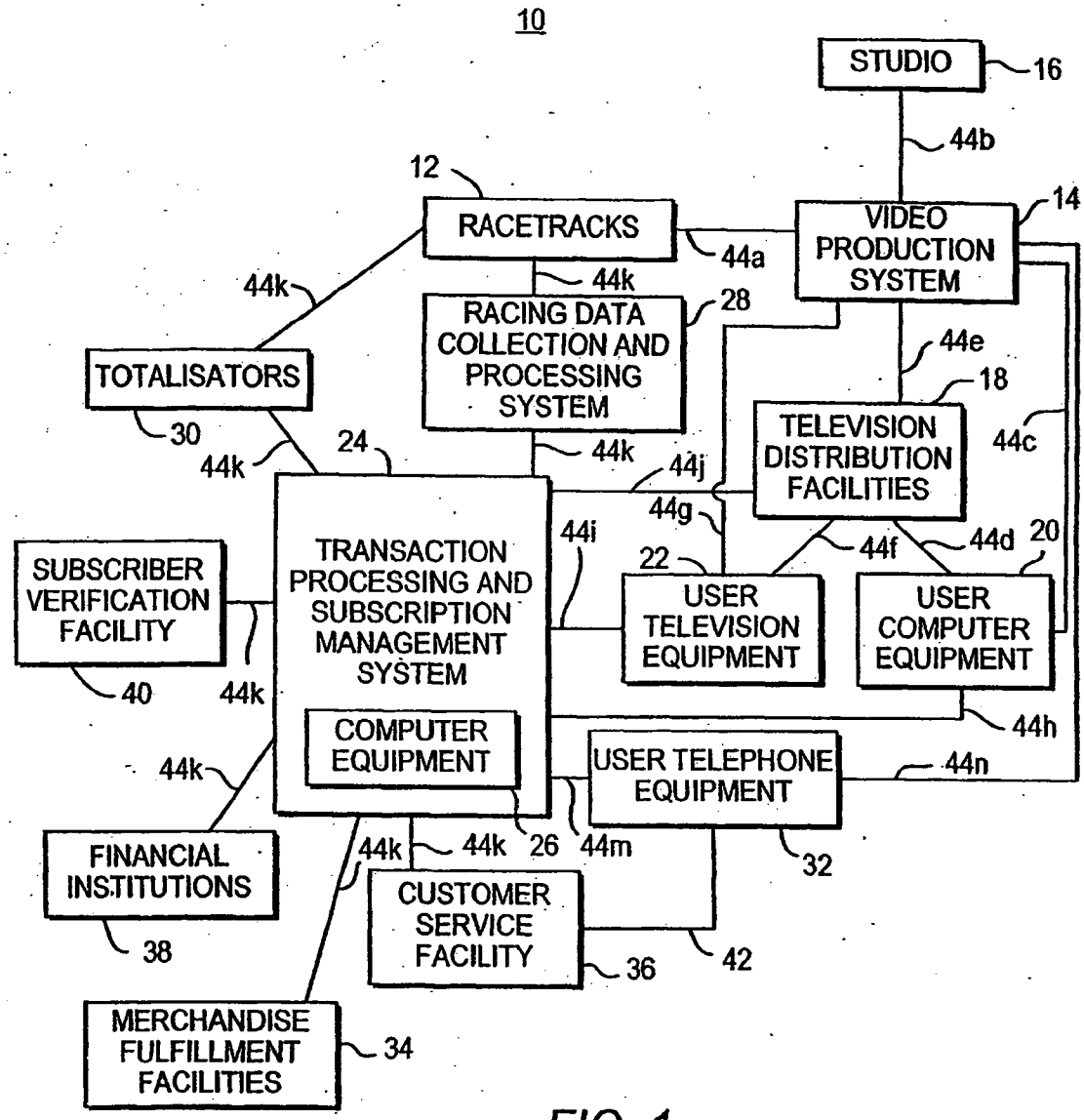
10
STUDIO
16
44b
12
RACETRACKS
VIDEO PRODUCTION SYSTEM
14
44a
44k
44k
28
RACING DATA COLLECTION AND PROCESSING SYSTEM
TOTALISATORS
30
44e
18
TELEVISION DISTRIBUTION FACILITIES
44c
24
44k
44k
44j
44g
TRANSACTION PROCESSING AND SUBSCRIPTION MANAGEMENT SYSTEM
44i
22
44f
44d
20
SUBSCRIBER VERIFICATION FACILITY
USER TELEVISION EQUIPMENT
USER COMPUTER EQUIPMENT
40
44k
COMPUTER EQUIPMENT
44h
44k
USER TELEPHONE EQUIPMENT
44n
FINANCIAL INSTITUTIONS
44k
44k
26
44m
32
38
CUSTOMER SERVICE FACILITY
36
42
MERCHANDISE FULFILLMENT FACILITIES
34

FIG. 1

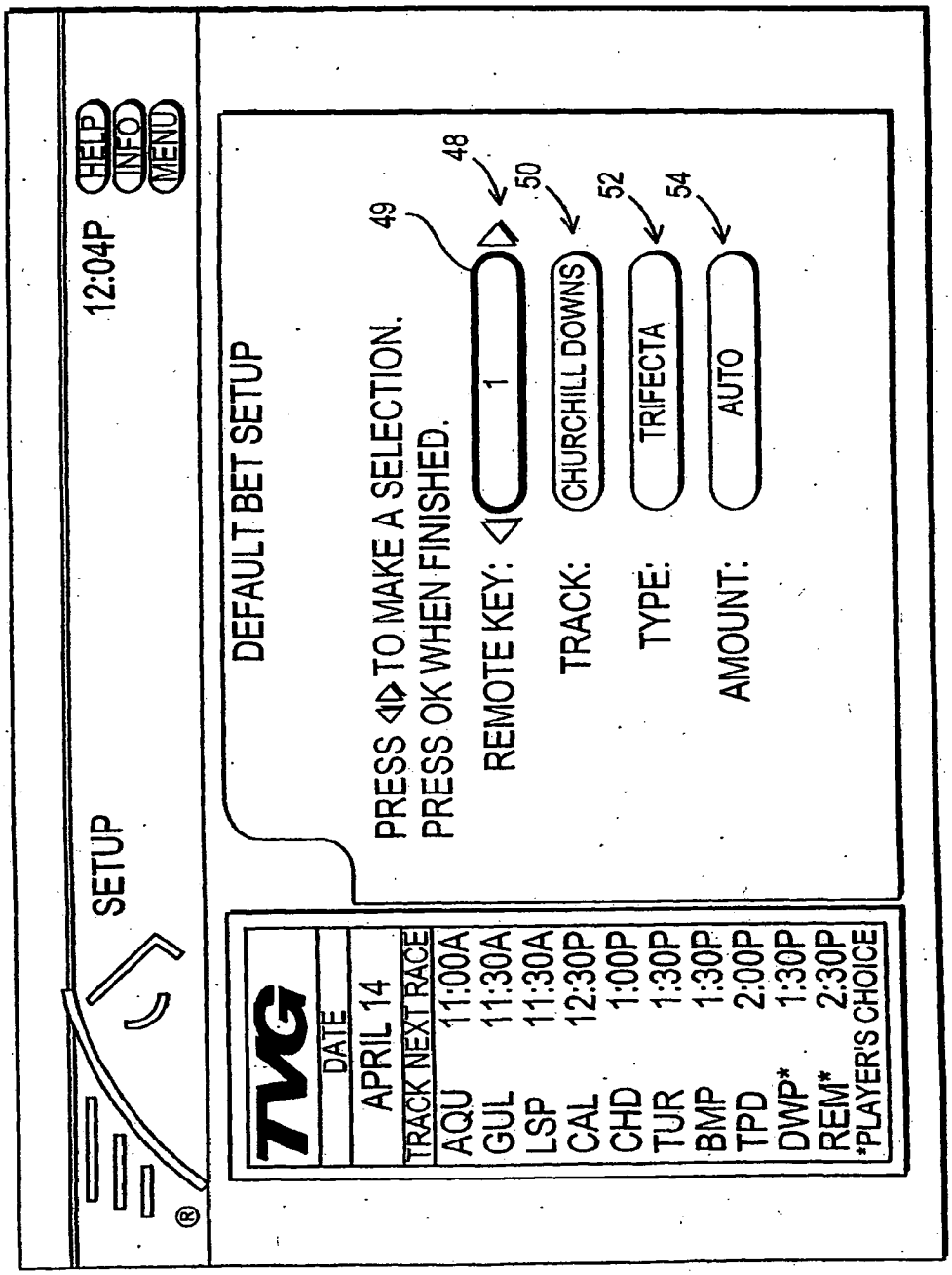
46
SETUP
12:04P
HELP
INFO
MENU
DEFAULT BET SETUP
PRESS ◁▷ TO MAKE A SELECTION.
PRESS OK WHEN FINISHED.
REMOTE KEY: ◁
1
▷
48
49
50
TRACK:
CHURCHILL DOWNS
52
TYPE:
TRIFECTA
54
AMOUNT:
AUTO
TVG
DATE
APRIL 14
TRACK NEXT RACE
AQU 11:00A
GUL 11:30A
LSP 11:30A
CAL 12:30P
CHD 1:00P
TUR 1:30P
BMP 1:30P
TPD 2:00P
DWP* 1:30P
REM* 2:30P
*PLAYER'S CHOICE

FIG. 2

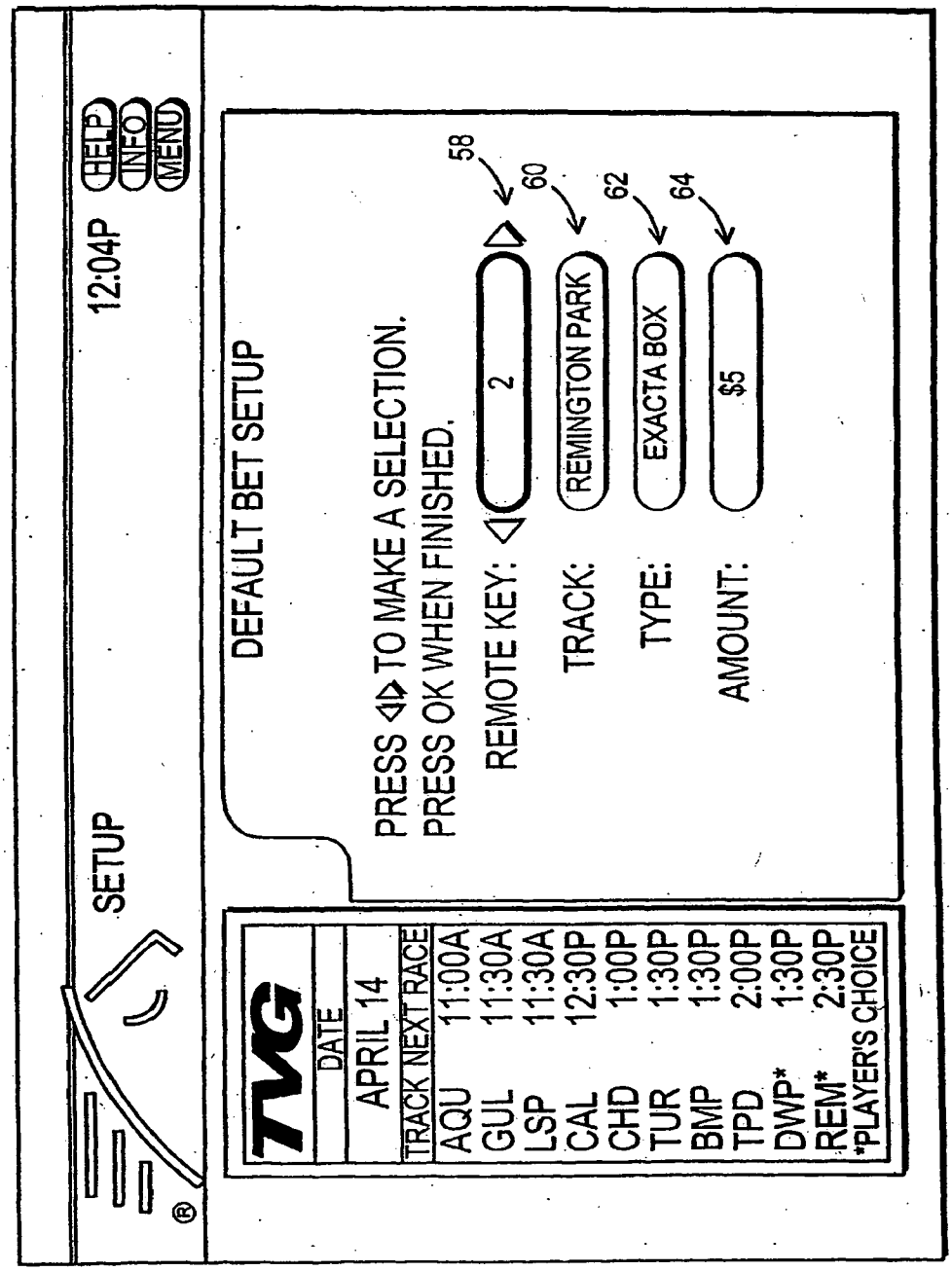
56
SETUP
12:04P
HELP
INFO
MENU
DEFAULT BET SETUP
PRESS ◁▷ TO MAKE A SELECTION.
PRESS OK WHEN FINISHED.
REMOTE KEY: ◁ 2 ▷
TRACK: REMINGTON PARK
TYPE: EXACTA BOX
AMOUNT: $5
58
60
62
64
TVG
DATE
APRIL 14
TRACK NEXT RACE
AQU 11:00A
GUL 11:30A
LSP 11:30A
CAL 12:30P
CHD 1:00P
TUR 1:30P
BMP 1:30P
TPD 2:00P
DWP* 1:30P
REM* 2:30P
*PLAYER'S CHOICE

FIG. 3

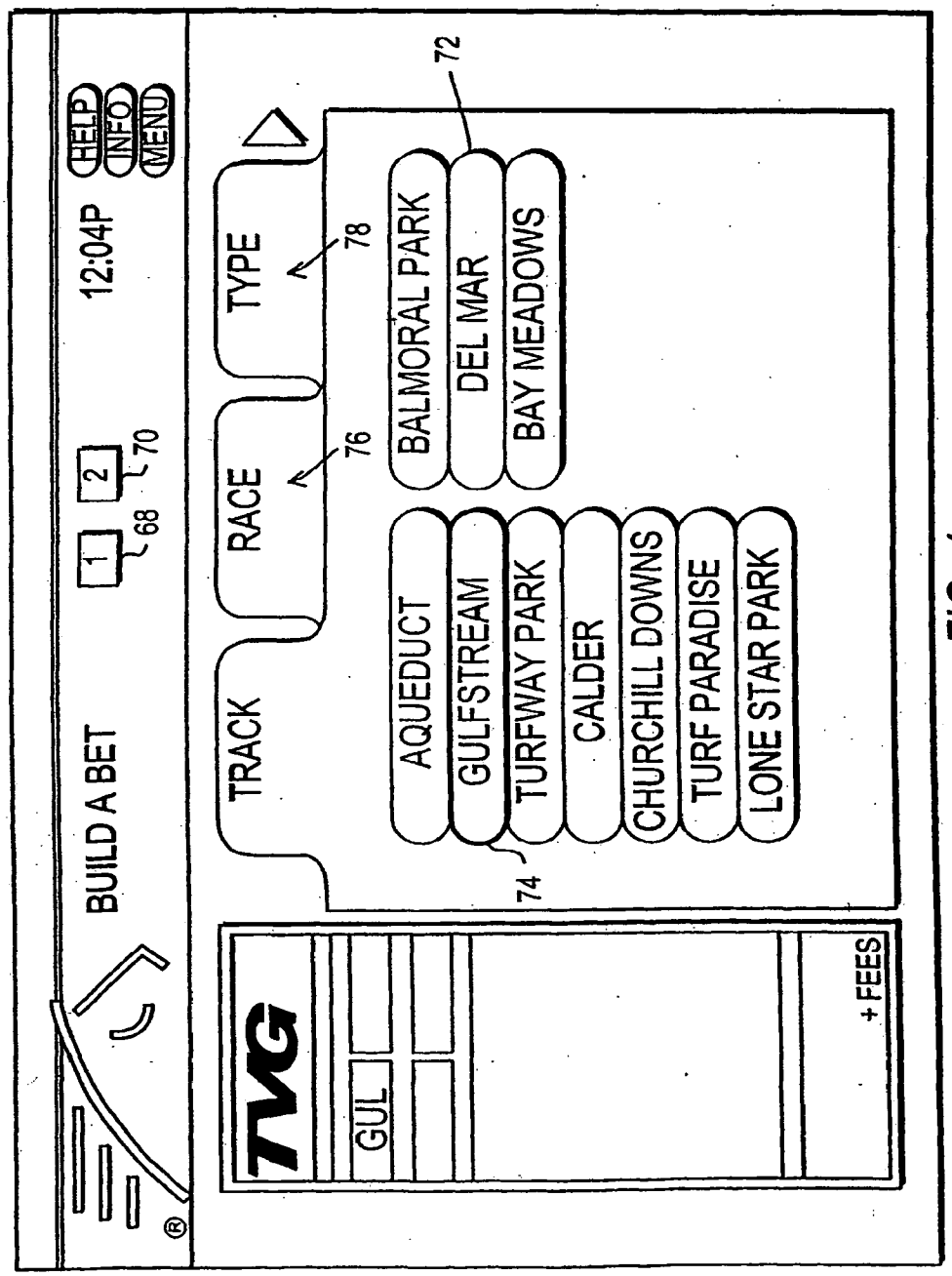
66
BUILD A BET
1
2
68
70
12:04P
HELP
INFO
MENU
TRACK
RACE
TYPE
76
78
72
AQUEDUCT
GULFSTREAM
TURFWAY PARK
CALDER
CHURCHILL DOWNS
TURF PARADISE
LONE STAR PARK
74
BALMORAL PARK
DEL MAR
BAY MEADOWS
TVG
GUL
+ FEES

FIG. 4

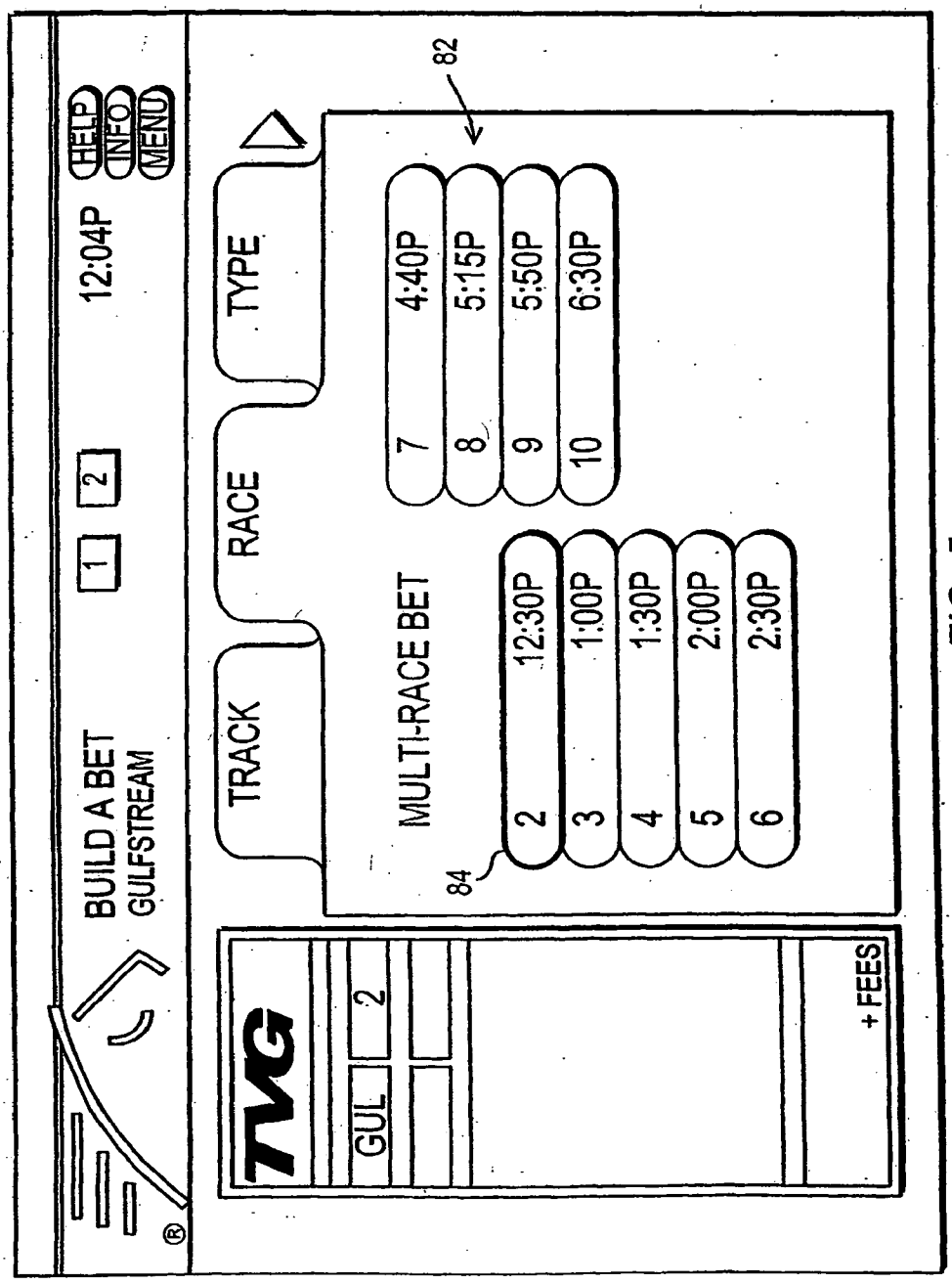
80
BUILD A BET
GULFSTREAM
1
2
12:04P
HELP
INFO
MENU
TRACK
RACE
TYPE
82
MULTI-RACE BET
7 4:40P
8 5:15P
9 5:50P
10 6:30P
84
2 12:30P
3 1:00P
4 1:30P
5 2:00P
6 2:30P
TVG
GUL 2
+ FEES

FIG. 5

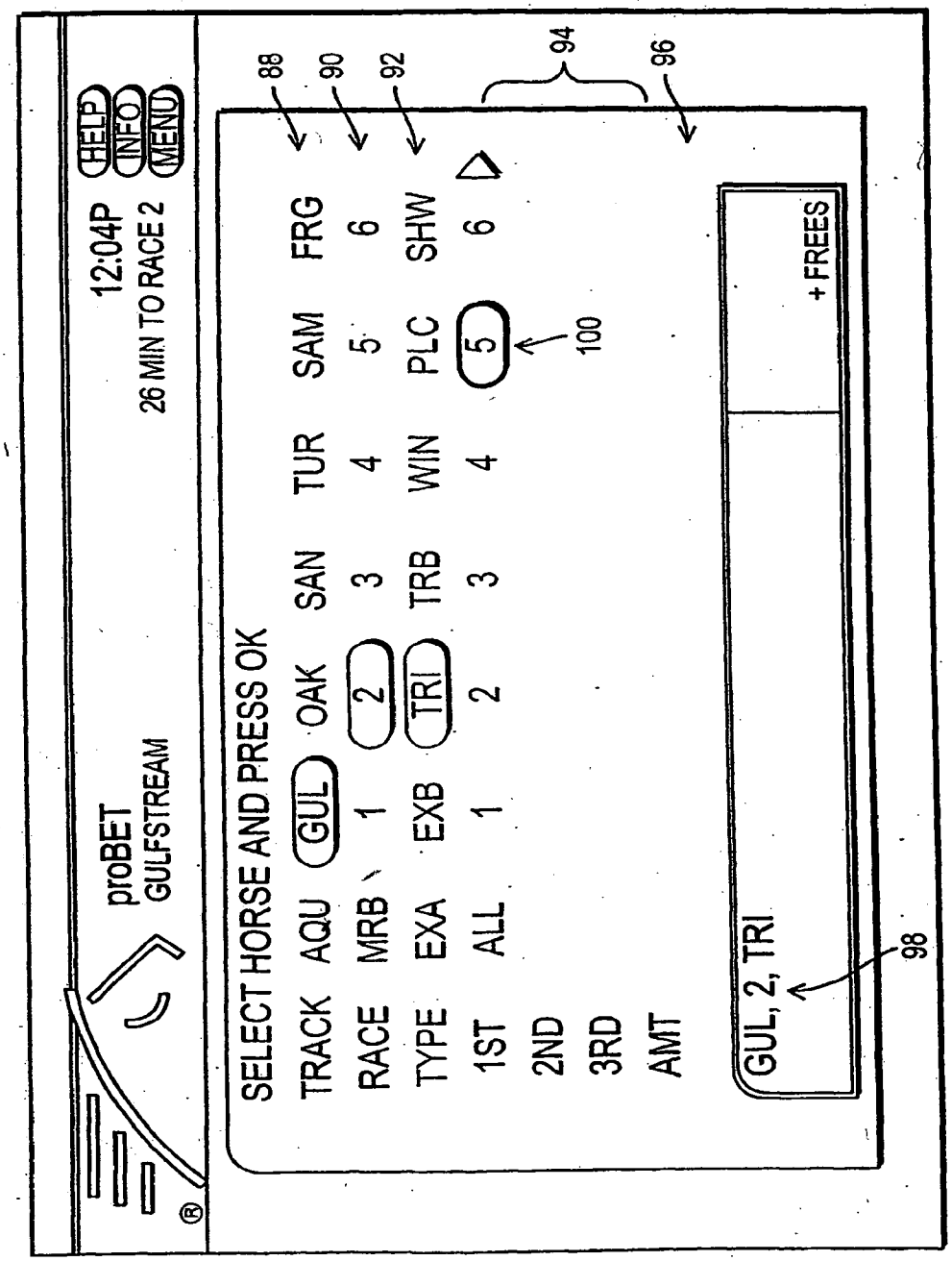
86
proBET
GULFSTREAM
12:04P
26 MIN TO RACE 2
HELP
INFO
MENU
SELECT HORSE AND PRESS OK
TRACK AQU GUL OAK SAN TUR SAM FRG
RACE MRB 1 2 3 4 5 6
TYPE EXA EXB TRI TRB WIN PLC SHW
1ST ALL 1 2 3 4 5 6
2ND
3RD
AMT
GUL, 2, TRI
+ FREES
88
90
92
94
96
98
100

FIG. 6

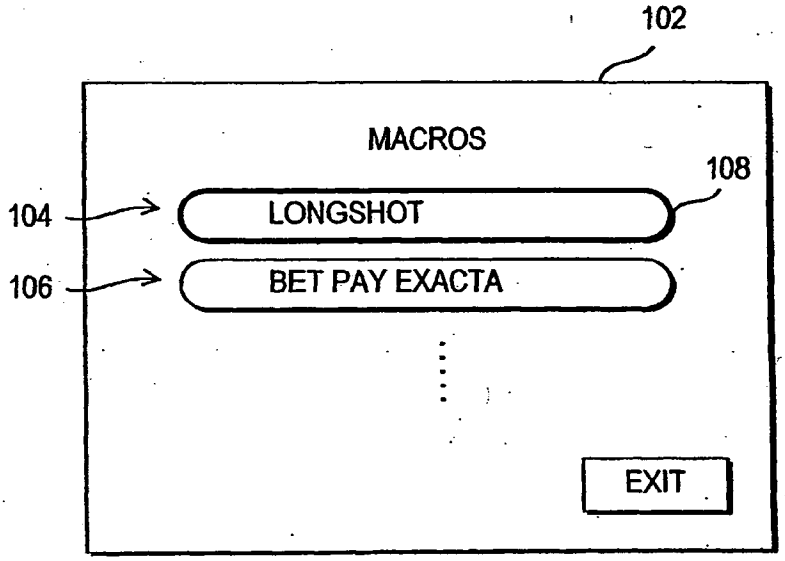

FIG. 7

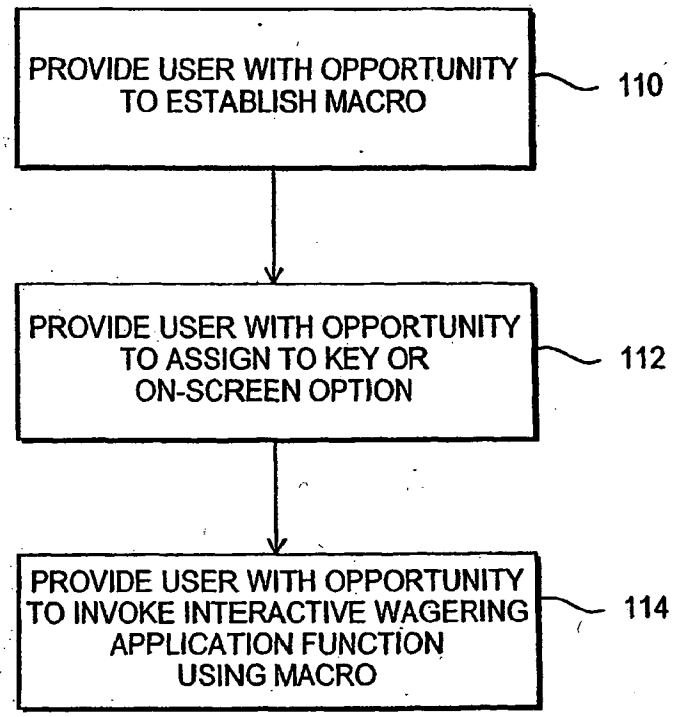
PROVIDE USER WITH OPPORTUNITY TO ESTABLISH MACRO
110
PROVIDE USER WITH OPPORTUNITY TO ASSIGN TO KEY OR ON-SCREEN OPTION
112
PROVIDE USER WITH OPPORTUNITY TO INVOKE INTERACTIVE WAGERING APPLICATION FUNCTION USING MACRO
114

FIG. 8

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

REVISED VERSION

(19) World Intellectual Property Organization
International Bureau

(43) International Publication Date
4 October 2001 (04.10.2001)

PCT

(10) International Publication Number
WO 01/073649 A2

(51) International Patent Classification[7]: G06F 17/60

(21) International Application Number: PCT/US01/08661

(22) International Filing Date: 19 March 2001 (19.03.2001)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
09/538,629 29 March 2000 (29.03.2000) US

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(81) Designated States (national): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZW.

(84) Designated States (regional): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).

Declarations under Rule 4.17:
— *as to applicant's entitlement to apply for and be granted a patent (Rule 4.17(ii)) for all designations*
— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii)) for all designations*

Published:
— *with declaration under Article 17(2)(a); without abstract; title not checked by the International Searching Authority*

(48) Date of publication of this revised version:
15 August 2002

(15) Information about Correction:
see PCT Gazette No. 33/2002 of 15 August 2002, Section II

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

WO 01/073649 A2

(54) Title: INTERACTIVE WAGERING SYSTEM WITH MACROS

(57) Abstract:

PATENT COOPERATION TREATY

PCT

DECLARATION OF NON-ESTABLISHMENT OF INTERNATIONAL SEARCH REPORT

(PCT Article 17(2)(a), Rules 13ter.1(c) and Rule 39)

Applicant's or agent's file reference	IMPORTANT DECLARATION	Date of mailing *(day/month/year)*
ODS/008 PCT		22/05/2002
International application No.	International filing date *(day/month/year)*	(Earliest) Priority date *(day/month/year)*
PCT/US 01/ 08661	19/03/2001	29/03/2000
International Patent Classification (IPC) or both national classification and IPC	G06F17/60	
Applicant		
ODS PROPERTIES, INC.		

This International Searching Authority hereby declares, according to Article 17(2)(a), that no international search report will be established on the international application for the reasons indicated below

1. [X] The subject matter of the international application relates to:
   - a. [ ] scientific theories.
   - b. [ ] mathematical theories
   - c. [ ] plant varieties.
   - d. [ ] animal varieties.
   - e. [ ] essentially biological processes for the production of plants and animals, other than microbiological processes and the products of such processes.
   - f. [X] schemes, rules or methods of doing business.
   - g. [ ] schemes, rules or methods of performing purely mental acts.
   - h. [ ] schemes, rules or methods of playing games.
   - i. [ ] methods for treatment of the human body by surgery or therapy.
   - j. [ ] methods for treatment of the animal body by surgery or therapy.
   - k. [ ] diagnostic methods practised on the human or animal body.
   - l. [ ] mere presentations of information.
   - m. [ ] computer programs for which this International Searching Authority is not equipped to search prior art.

2. [ ] The failure of the following parts of the international application to comply with prescribed requirements prevents a meaningful search from being carried out:
   - [ ] the description
   - [ ] the claims
   - [ ] the drawings

3. [ ] The failure of the nucleotide and/or amino acid sequence listing to comply with the standard provided for in Annex C of the Administrative Instructions prevents a meaningful search from being carried out:
   - [ ] the written form has not been furnished or does not comply with the standard.
   - [ ] the computer readable form has not been furnished or does not comply with the standard.

4. Further comments:

Name and mailing address of the International Searching Authority	Authorized officer
European Patent Office, P.B. 5818 Patentlaan 2 NL-2280 HV Rijswijk Tel. (+31-70) 340-2040, Tx. 31 651 epo nl, Fax: (+31-70) 340-3016	M. Rodriguez Nóvoa

Form PCT/ISA/203 (July 1998)

FURTHER INFORMATION CONTINUED FROM PCT/ISA/ 203

The claims relate to subject matter for which no search is required according to Rule 39 PCT. Given that the claims are formulated in terms of such subject matter or merely specify commonplace features relating to its technological implementation, the search examiner could not establish any technical problem which might potentially have required an inventive step to overcome. Hence it was not possible to carry out a meaningful search into the state of the art (Art. 17(2)(a)(i) and (ii) PCT; see Guidelines Part B Chapter VIII, 1-6).

The applicant's attention is drawn to the fact that claims relating to inventions in respect of which no international search report has been established need not be the subject of an international preliminary examination (Rule 66.1(e) PCT). The applicant is advised that the EPO policy when acting as an International Preliminary Examining Authority is normally not to carry out a preliminary examination on matter which has not been searched. This is the case irrespective of whether or not the claims are amended following receipt of the search report or during any Chapter II procedure. If the application proceeds into the regional phase before the EPO, the applicant is reminded that a search may be carried out during examination before the EPO (see EPO Guideline C-VI, 8.5), should the problems which led to the Article 17(2) declaration be overcome.

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